

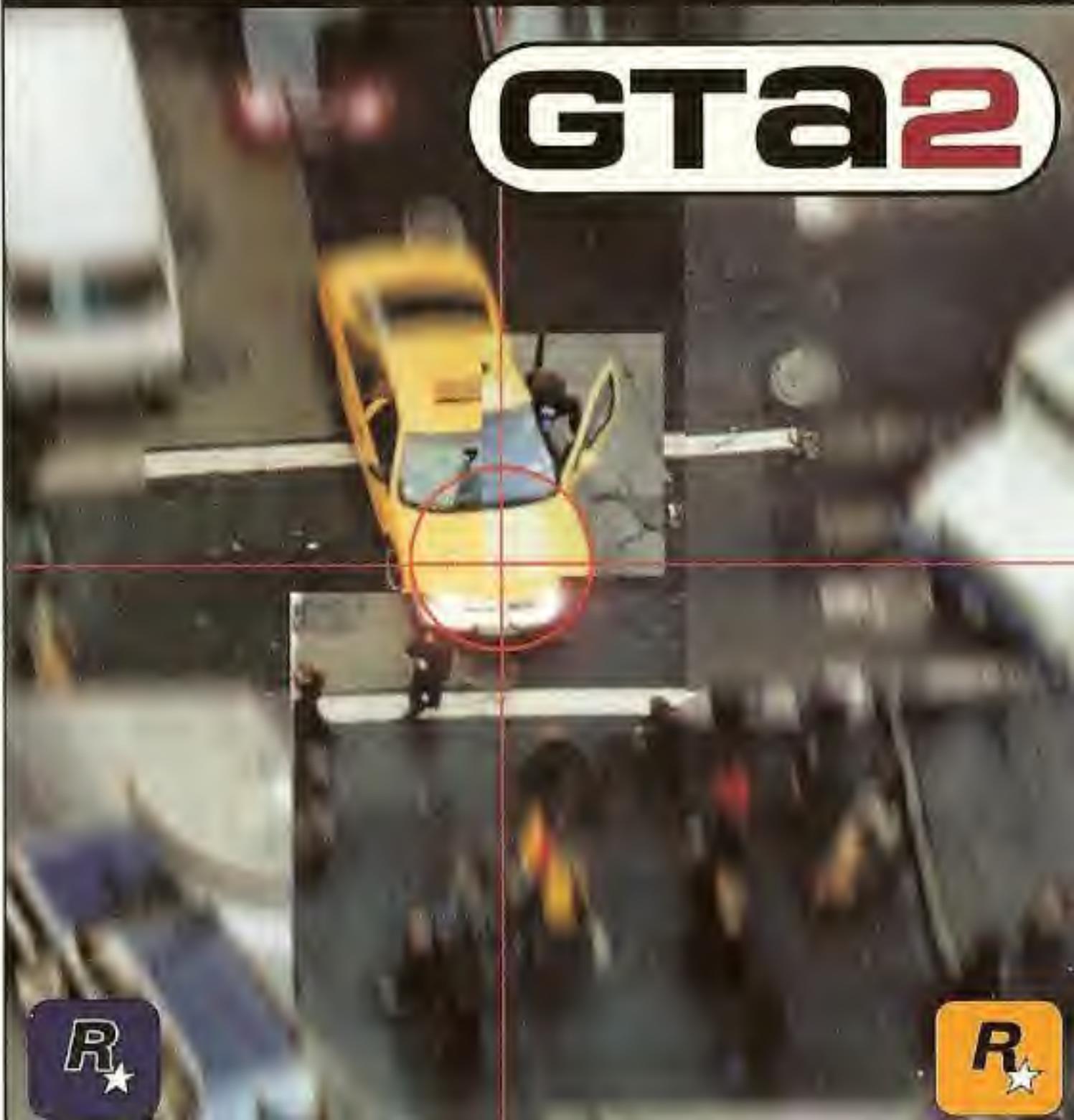


NTSC U/C

PlayStation®

COLLECTORS' EDITION

GTA2



SUS-00789CE

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undiagnosed epileptic symptoms in even individuals who have no history of prior seizures or epilepsy.¹ If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you develop any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the User manual for your projection TV, or check online for the LCD type. Otherwise it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCTS:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

This compact disc is intended for use only with the PlayStation game console.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



GTA 2

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*If you want to imagine the future, imagine
a boot stamping on a human face forever.*

- George Orwell: 1984

THREE WEEKS INTO THE FUTURE. ONE TEEMING CITY. SEVEN STREETS GANGS. UNLIMITED CRIMINAL OPPORTUNITY.

Society is in rapid decay. With the crime rate soaring and bio-chemical dependency in healthy proliferation, you are about to have the time of your life. The city is on the edge of collapse, with law and order beginning to break down completely. People are running wild, half-addled on food-additives and semi-legal pharmaceutical pills. A giant corporation controls every aspect of society, from entertainment to organ transplants. Everything is polluted, dirty, unpleasant. Life has never been cheaper.

Fuelled with desire to make a dishonest dollar any way you can, there's a lot of work available from extremely amoral individuals looking for anyone who knows their stuff. With the police just beginning to lose their patience, this city is never going to be quite the same again.

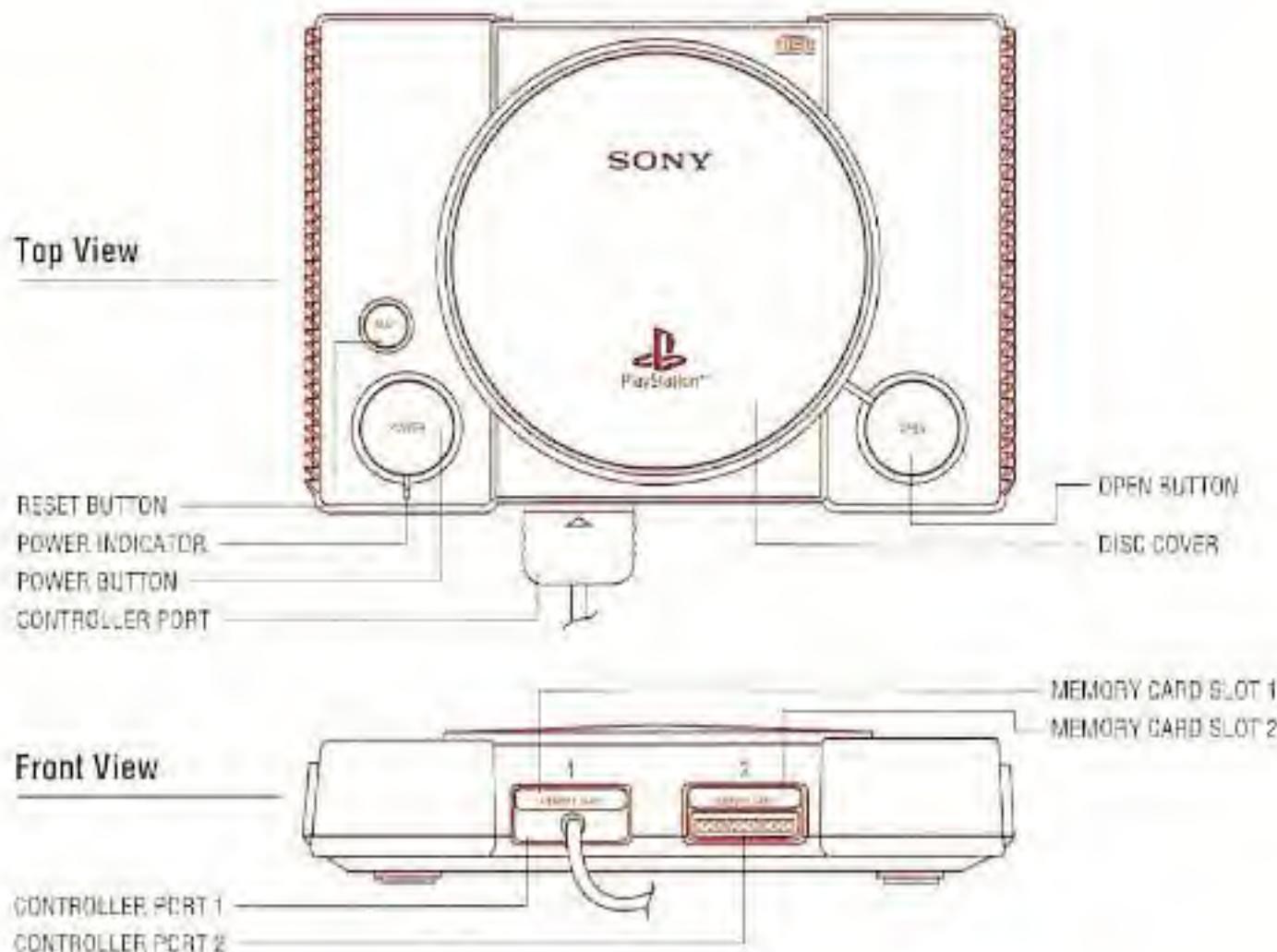
The only thing that's organized in this town is crime. Every shady activity from brewing moonshine to blackmailing politicians is controlled by one gang or another. Every neighborhood has local hoods that don't appreciate some new guy taking whatever he fancies. So you've got to make these gangs respect you, and give you work. If you're any good they'll employ you, and eventually trust you enough to do some serious work. But if you screw up a job or double cross them, they'll treat you accordingly - like pet food. Do whatever you want, and work for anyone who will have you, but always be careful that the city doesn't bite back. You're not the only tough guy in town, and you're not the only guy looking to borrow vehicles without their owner's consent.

In the meantime, the police have not only become more aggressive, they've now got the help of the Special Agents and the Army, should things get way out of control.

Things are going to get way out of control.

GETTING STARTED

1. Ensure your PlayStation is set up according to its instruction manual; plug in Controller 1 and a Memory Card if you have one.
2. Ensure the power button is OFF before inserting the GTA2 disc, label side up, into the PlayStation.
3. Press the power button ON; the PlayStation logo will appear; when the Title Screen is shown you are ready to play GTA2.
4. If the Sony Screen or Title Screen doesn't appear, press the power button OFF; ensure your PlayStation is set up correctly and the GTA2 disc is properly inserted before pressing the power button ON again.
5. And remember! Always ensure the PlayStation power button is OFF before inserting or removing the GTA2 disc while the power is ON. It is also recommended that you don't insert or remove peripherals or Memory cards once the power is turned on. Make sure you have enough free blocks on your Memory card once the power is turned ON.



LOADING A SAVED GAME

Insert a Memory Card with previously saved games into your Console. Select Load Game from the main menu and press the **A** button. You will be presented with a list of saved games - unless the memory card is unformatted, in which case there are no files to load. Use the Directional buttons to highlight the file which you want to load and press the **A** button. When you are prompted to load a new game, press the **C** button to confirm, or **B** at any time to cancel. If you want to delete a previously saved game, then press the **C** button, then press the **B** button. The game will prompt to confirm the action, press the **C** button to cancel or the **B** button to confirm. Press the **B** button at any time to select a Memory card in another Memory card slot.

SAVE A GAME

When you've got a lot to use and you need a place to hide from the Hell brewing in the outside world (largely due to you), there is one place you know you can turn. Not at the bottom of a bottle. Not in the crack of a needle. Not in the arms of a whore in the alley. But in faith. The big neon pink "Jesus Saves". Centered in each sector of the city you'll see a big neon sign displaying this message. Here you'll be able to save the game, have a break, and come back later in your quest to be the best of the worst.

You can save your progress from the Character Selection screen onto a Memory Card by pressing the **C** button. Enter a name for the saved game by using the Directional buttons to change the letters, or press the **B** button to delete a letter. If you want to delete a previously saved game then press the **C** button. The game will prompt to confirm, if the button, press the **A** button to cancel or the **C** button to confirm. Press the **B** button at any time to select a Memory card in another Memory card slot. If an unformatted Memory Card is inserted, the game will prompt you to format the Memory card. Press the **C** button to confirm the prompt to format a Memory card. All right already. Get Ready.

From the Title Screen, select Options to call up four new options.

OPTIONS

Use the Effects and Music options to change the volume/balance of sound effects and music during play. While driving a car you can change the radio station you are listening to by pressing UP on the D-pad. Use Text to change the speed of text display during play.

SELECT A CHARACTER

Before you enter yourself into the action, you must choose your agent of deafe. Every once in a while you'll want to save your position. By selecting a save position you'll be able to do this. Think of it like a safety deposit box that you can stash your valuables in. It's the only way to keep track of your felonious achievements and save your score.

WHO LIVES WHERE

The Zaibatsu Corporation dominate illegal and semi-legal activity across the whole city. Nobody really knows that much about this shadowy monolithic company, but they are perpetually up to no good. In each level, they are joined by two other street gangs who fight against them and each other for control of the city.

- Downtown, the Zaibatsu compete with the Yakuza and the Loonies.
- In the city's Residential Zones, the SRS and the Rednecks fight the bad guys with all their might, with each other, and with the Zaibatsu.
- In Industrial areas, the police have to contend with Russians and Hare Krishnas, along with trying to figure out what the Zaibatsu are up to.

Maps have been provided for you as a reference for on-the-fly assistance during your slash through the city.

RESPECT IS EVERYTHING

You're a mongrel. No one knows you. No one trusts you. At the beginning, the only work going for a punk of your professional stature are the easy missions. To move the tough stuff and get the big money, you'll need to build some cred first. In order to get a job or be employed by one of the gangs, you'll have to earn some RESPECT. To do this, you've got to perform and do things that the gang like or will appreciate.

For instance, delivering a couple of very nice cars to the railroad terminal controlled by the Russians will make them respect you a little. If you killed a few Zaibatsu employees to get the cars - you're certain to get even more. Once you have respect from a gang they'll start to give you missions and jobs to do.

Of course, the downside of this is that the Zaibatsu will not be VERY impressed with you. Their animosity for you will affect how you move through the city. If the Zaibatsu want you dead, driving through one of their neighborhoods is not one of the brighter ideas. The more respect you get, the tougher and riskier the jobs will be - and the more cash you earn in return. Of course, you can always even things up. Rig a car with explosives and take it to the Russians, blowing them sky high and the Zaibatsu might - MIGHT just cut you some slack. They may even start giving you a few delivery jobs... it's completely up to you as how you want to control this bunch of degenerate psychopaths. Just one piece of advice - watch your back.

GANG AGENDA

There are seven major gangs who you'll have to work with and against, and each controls a different part of the city and is responsible for a different aspect of crime within this fully dysfunctional city.



- Amongst the gangs, the Yakuza are famed for their vanity - they want the latest and greatest in weapons, cars, and clothes.



- The Rednecks are religious nationalists that hate everyone and everything, from the comfort of their large trailer park complex. The Rednecks brew potent moonshine, hate anyone who's not like them and blow things up occasionally, usually on purpose.



- The Russians steal expensive American cars and weaponry to ship back home (and control a huge underground organ and body-part smuggling operation). They also dominate the important contract killing industry.



- The Hare Krishnas loath technology - if you were always getting run over with nothing more to defend yourself than a tambourine, you'd hate it too. They steal guns and cars, and have them crushed and destroyed to rid the world of their peace breaking menace.



- The SRS represent a fringe faction of elite and disgruntled scientists, dedicated to imposing their own, dubious morality on the world. They'll fight anyone who doesn't believe in the ability of eugenics, genetic modification and euthanasia to build a better tomorrow.



- The highly disorganized Loonies have taken over the asylum and are gradually enforcing their bizarre irreverence on the world. They love anything that is anarchic and fun, and hate all forms of social control.



- Behind all this gang warfare there is the shadowy and mysterious Zaibatsu. A gigantic corporation, so large and powerful that it has become mostly political and runs the city behind the scenes.

In the eyes of the law you're a problem waiting to be dealt with - a boil in need of lancing waiting to be lanced, if you will. In this city, there are four levels of response from the Law: The Police are determined and aggressive, and bored of petty criminals trying to take over. If you cause enough damage without getting caught, SWAT teams will be called in to assist the police in your apprehension. They drive fast, and they shoot to maim. The Police, and SWAT teams when needed, are on duty in all three sectors of the city - Downtown, Residential and Industrial.

If you managed to evade this level of law enforcement in the Downtown sector, you will become officially classified as a danger to the public at large. Your actions through the Residential and Industrial sectors will be tracked under the jurisdiction and management of the Special Agents, should you become too much for the police and the SWAT teams to handle. These men are not messing about. They do not accept failure. They have 2 options: bring you in dead, or...no, they only have one option.

Even if the finest men in the land fail to apprehend you, the city will no longer allow people to run around, thinking they are above or beyond the law. Acceptable loss will be approved. In the Industrial Sector, the Army is brought in. One agenda: Seek and Destroy. Martial Law is declared, and for the average citizen caught in the wrong place at the wrong time, this is a little unfortunate. The Army will bring the city to a halt, hunt you down and send formal apologies to all the families of all those caught in the cross fire later. And remember - it's what you pay taxes for:

Desperate times call for desperate measures

POINT SCORING, POLICE AND POLITICAL INFLUENCE

At the start of each level you are told how many points you need to move on to the next area (the quickest way to score is to complete jobs for the Gangs). Earn enough points to finish a stage and your status is recorded - along with a string of performance-related statistics for good measure.

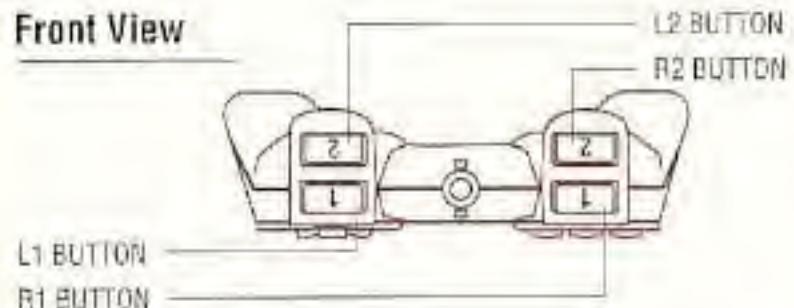
WHAT'S A HOSPITAL? IT'S THE GUNSHOOTIN'

When you are brought down in a gunfight, car explosion or other equally unpleasant demise you'll be taken to the nearest hospital where your body will be identified by no one, and you'll be stripped of all your gear. But you'll retain your Bonus Multiplier. But when you are arrested, you'll be taken to the nearest Police Station and allowed to re-enter the streets with your Wanted Level reset to zero...in exchange for all your weapons (your guns, your molotovs, your rocket launcher) and half your Bonus Multiplier (the score you can keep).

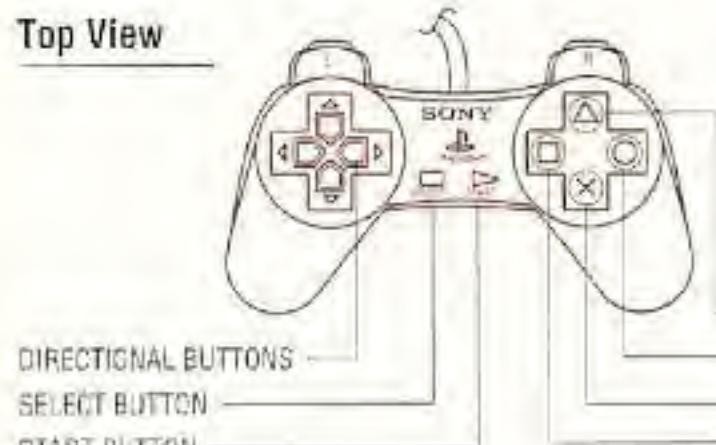
TAKE CONTROL

The functions of the PlayStation controller buttons can be reconfigured using the Controls option on the Title Screen.

Front View



Top View



DUAL SHOCK™ analog controller

- △ BUTTON
- BUTTON
- × BUTTON
- BUTTON

- TURN LEFT
- TURN RIGHT
- FORWARD
- ENTER/EXIT CAR
- BRAKE (JUMP)
- BACKWARDS
- SPECIAL
- NEXT WEAPON
- PREVIOUS WEAPON
- ATTACK/FIRE
- Left Directional Button
- Right Directional Button
- ⌂ button
- ⌃ button
- R1
- ⌄ button
- ⌁ button
- L1
- L2
- R2

Note that the Brake button becomes a Jump button (for leaping vehicles, for example) when you are on foot. Plus! The Special button is so called because it's responsible for more than one function depending on the context...

When on foot, press the Special button to make rude noises.

When in control of almost all vehicles, press the Special button to sound the horn.

When in a tank, press and hold the Special button then press the left or right arrow button to rotate the turret.

A TYPICAL SCENE

You are being watched. The perfidious activities and fugitive movements through the city are under constant observation courtesy of the News chopper flying high above the city. In OJ Cam. Here's what you can expect to see during play...



AREA NAME

Your present location (note that a few areas have no name).

PAYPHONE

Walk over a ringing one to answer it - you might be given a job by one of the gangs. Depends what neighbourhood you're in, little man.

RESPECT-O-METER

Who presently tolerates you and who wants you dead. Depending on who you're working for, you either have respect with a gang or you don't. If you've got it with one gang, then head to their neighbourhood and get yourself employed. If you don't, you better mind where you stray. Find yourself in the wrong area with no respect and you'll get a pretty harsh hello.

MESSAGES

When you receive instructions the message text will appear at the bottom of the screen. You needn't be concerned about checking in. This is REAL organized crime. Don't worry about finding them, they'll find you. Press the **Select** button to repeat the last message received.

WANTED LEVEL

The more crimes you commit, the more the cops want to bust your scrawny ass. This handy indicator shows just how careful you need to be.

YOUR SCORE

You earn points for every car you jack, every collision you have, every gang member you take out, every crime you commit.

BONUS MULTIPLIER

All points you score are multiplied by the Bonus Multiplier (which is incremented after every mission you successfully complete, so keep it up).

LIVES

You start with five, but extra ones are available.

GANG COMPASS

You'll be surrounded by 3 arrows - each color coded to one of the gangs organized in that part of the city. The arrows indicate the general direction of each gang. Once you begin to work for one of the gangs, the arrows will all turn the color of the gang you are now employed by. In the notch of these arrows will be either green, yellow or red - indicating the direction of phones for easy, medium and hard mission phones, respectively.

MISSION ARROWS

The purple arrow indicates the general direction of your intended target.

CAR NAME

Displays the type of car you've "borrowed".

WEAPON

Whatever you're packing. Be it a Handgun, Shotgun, Sub-Automatic Machine Gun, Assault Machine Gun, Flame Thrower, Rocket Launcher, Stun Gun, Molotov Cocktails, Grenades... or those things at the end of your arms.

ROLLER DOOR

Obviously, you can only drive through a door that is open.

CLIPS, RELOADS AND NEW ISSUE

As you complete missions for a particular gang, you may become somewhat unpopular with others. So to protect yourself, weapons will be issued to you by gangs to keep your ass in business. Each gang usually equips its members with a certain non-discretionary "bargaining tool", all of which, when used correctly, are hard to argue with.

However, these weapons aren't infinitely loaded. They run out. And there are 2 ways you can get more ammo. Either you find some gang members known to carry that particular equipment issue, kill a bunch of them and stock up, or you can earn ammo for the delivery of stolen cars to some of the car crusher yards.

WHAT D'YA GOT UNDER THE HOOD?

There are a lot of crazy drivers out there, and in this city defensive driving has no limits. You can arm your currently occupied vehicle by taking it to a service shop. Provided you've got enough cash (sorry no checks or credit cards) you can equip your ride with everything from front mounted machine guns to rear ended mine dispersion devices.

Drive to survive. Drive to win.

SLOW DOWN!

It pays to take a 10 minute break in every hour of play, so put the action on hold.

- Press the Start button to freeze the action - and see a reminder of how many points are required to complete the stage.
- Press the Start button while the action is frozen to resume play.
- For tech support, email us: support@rockstargames.com
- To subscribe to the Grand Theft Auto mailing list, send an email to: gta-subscribe-request@listserv.rockstargames.com
- To subscribe to the Rockstar Games mailing list, send an email to: subscribe@rockstargames.com

www.rockstargames.com/grandtheftauto

LOOK AFTER YOUR GTA2 DISC

Compact discs are robust but not invincible, so handle them with care.

- This disc contains software for the PlayStation; never use this disc with any other machine as it could damage it.
- Do not leave the disc near heat sources or direct sunlight or excessive radiiture.
- Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.
- Try not to touch the underside of the disc with your fingers.
- If the underside of the disc is dirty, gently wipe it clean with a soft cloth; do not use any form of cleaning fluid as this will damage the disc's delicate surface.

GAME CREDITS

A ROCKSTAR PRODUCTION
OF A ROCKSTAR NORTH
GAME

GTA2

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 (C. CONNER)
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 STUART ROSS - ALL OTHER
 INSTRUMENTS - CRAIG CONNER
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TESTING - MY TINY WORLD
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GUITARS - STUART ROSS
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 CRAIG CONNER

A FORTI PS OFF FUNK
 YELLOW BUTTER (S. ROSS)
 ALL INSTRUMENTS -
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 (DAVIDSON)
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STIKKIFINGERZ -
 HOLDIN' IT OUT FOR YOU
 (MUSIC C. ANDERSON;
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 VOCALS - PAUL MACKIE
 BACKING VOX - PAUL MACKIE
 COLIN ANDERSON & NEIL HOB-
 BURGH
 DRUMS - ANDY WHYTE
 GUITARS & BASS -
 COLIN ANDERSON
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TRACK 7 - I WANNA PHUNK
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NEGRO VS CONNER -
 SHOWIN' ME LOVE
 (C. CONNER) RAP BY F. DE NEGRO;
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 ALL INSTRUMENTS -
 CRAIG CONNER
 PRODUCED BY CRAIG CONNER

E-MC GOOD TIMES - JACKING IN
 HILLTOWN (P. SCARGILL / R. DE
 NEGRO) VOCALS -
 ROBBOTT DE NEGRO
 ALL INSTRUMENTS -
 PAUL SCARGILL
 PRODUCED BY PAUL SCARGILL

REFD - L.F.D. (S. ROSS)
 ALL INSTRUMENTS -
 STUART ROSS
 PRODUCED BY STUART ROSS

NUMB - HOW'S IT DONE
 (S. ROSS)
 ALL INSTRUMENTS - STUART
 ROSS
 PRODUCED BY STUART ROSS

BERT REID'S GUITAR TRIO -
 A COOL DAY IN DOWNTOWN
 RECORDED AT ESCOBAR JAZZ
 CAFE
 ENGINEER - UNKNOWN

STYLUS EXODUS - TOUGAN PE
 (C. ANDERSON)
 BASS - BRIAN SOUCHA
 DRUMS - JOHN GURNEY
 PIANO, ELECTRIC PIANO & ORGAN -
 STUART ROSS
 GUITARS & SYNTHS - COLIN
 ANDERSON
 PRODUCED BY COLIN ANDERSON

TAMMY BONESS & THE SWINGIN'
 MAMMARIES - THE DINER
 (J. WEEMYSS / C. CONNER)
 VOCALS - JULIE WEEMYSS
 GUITARS - STUART ROSS
 ALL OTHER INSTRUMENTS - CRAIG
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 (C. ANDERSON)
 DRUMS - JOHN ONE TAKE/GUR-
 NEY HAMMOND/SOLO: STUART
 ROSS - GUITARS, BABS & KEYS -
 COLIN ANDERSON
 PRODUCED BY COLIN ANDERSON

SPANGLY FEET - DAZED & CONF-
 FIRED (S. ROSS)
 VOCALS - INNES RICHARD
 ALL OTHER INSTRUMENTS -
 STUART ROSS
 PRODUCED BY STUART ROSS

REV. POONEY & THE ROCKSTA
 CHOIR - GOD BLESS ALL THE UNI-
 VERSE (C. CONNER)
 VOCALS - GERARD POONEY
 BACKING VOX - CRAIG CONNER &
 GARY PENN
 GUITAR - STUART ROSS
 ALL OTHER INSTRUMENTS - CRAIG
 CONNER
 PRODUCED BY CRAIG CONNER

 VOICE BOX - COMPUTER BLUES
 (S. ROSS)
 ALL INSTRUMENTS - STUART
 ROSS
 PRODUCED BY STUART ROSS

 FUTURE LOOP - BARBERSHOP ACID
 (P. SCARGILL)
 ALL INSTRUMENTS - PAUL
 SCARGILL
 PRODUCED BY PAUL SCARGILL

 STERLING - STANDING ON MY OWN
 (C. CONNER)
 VOCALS - CRAIG CONNER
 GUITARS - STUART ROSS
 ALL OTHER INSTRUMENTS - CRAIG
 CONNER
 PRODUCED BY CRAIG CONNER

 ZONEBOYS - AMAZING GRACE
 (TRADITIONAL)
 VOCALS - THE BOYS
 PRODUCED BY CRAIG CONNER

 TOYS ARE REAL - FLYMLITHA
 (P. SCARGILL)
 VOCALS - A. STEENKAMP
 ALL INSTRUMENTS - PAUL
 SCARGILL
 PRODUCED BY PAUL SCARGILL

 4 HOW MUCH 4 - ODN
 (C. CONNER)
 ALL INSTRUMENTS - CRAIG CON-
 NER
 PRODUCED BY CRAIG CONNER

 DO - BALL BLASTER
 (S. ROSS)
 ALL INSTRUMENTS - STUART
 ROSS
 PRODUCED BY STUART ROSS

TRIJINAMI - F.A.B. FILTER
 (S. ROSS)
 ALL INSTRUMENTS - STUART
 ROSS
 PRODUCED BY STUART ROSS

 SCRAPPYARD MONGRELS - I LOVE
 THIS FEELING (STONED AGAIN)
 (P. SCARGILL / A. STEENKAMP)
 VOCALS - A. STEENKAMP, J.
 THOMPSON, C. CONNER
 GUITAR - C. ANDERSON
 PRODUCED BY PAUL SCARGILL

 MUSIC FOR GTA2 FILM INTRO
 (C. CONNER)
 VOCALS - ANNA STEWART &
 RORROTT DE NEGRO
 ALL INSTRUMENTS -
 CRAIG CONNER
 PRODUCED BY CRAIG CONNER

 THANKS TO
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 PRODUCTIONS

 NYC SESSIONS
 DJS & COMMERCIALS

 WRITTEN & DIRECTED BY
 MICHAEL KELLOR

 SOUND PRODUCER
 CRAIG CONNER

 VOICE OVER ARTISTS
 GARY PENN
 AN FULTON
 ANNES RICARD
 BRUCE KRONENBURG
 DANIEL McDONALD
 DAVID DEBLINGER
 FRED NEWMAN
 JILL TASKER
 KIM BROCKINGTON
 MELINA BRUN
 NEAL FEINBERG
 SAIKO YOSHIDA
 STEVE MILLER
 LYNN LAMBERT
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 DIOS NYC

GTA2 MOVIE

 WRITTEN BY
 DAN HOUSE

 STARRING
 SCOTT MASLEN AS CLAUDE
 SPEED

 DOP BY
 ROB BENEVIDES

 EDITED BY
 JOSH SCHWARZ

 SOUND & MIX BY
 ALLAN WALKER

 TELECINE BY
 COMPANY 3

 MUSIC BY
 CRAIG CONNER

 DIRECTED BY
 ALEX DE RAKOFF

 PRODUCED BY
 JAMIE KING

 EXECUTIVE PRODUCER
 SAM HOLSER

A ROCKSTAR PRODUCTION OF
A ROCKSTAR NORTH GAME

GTA2

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